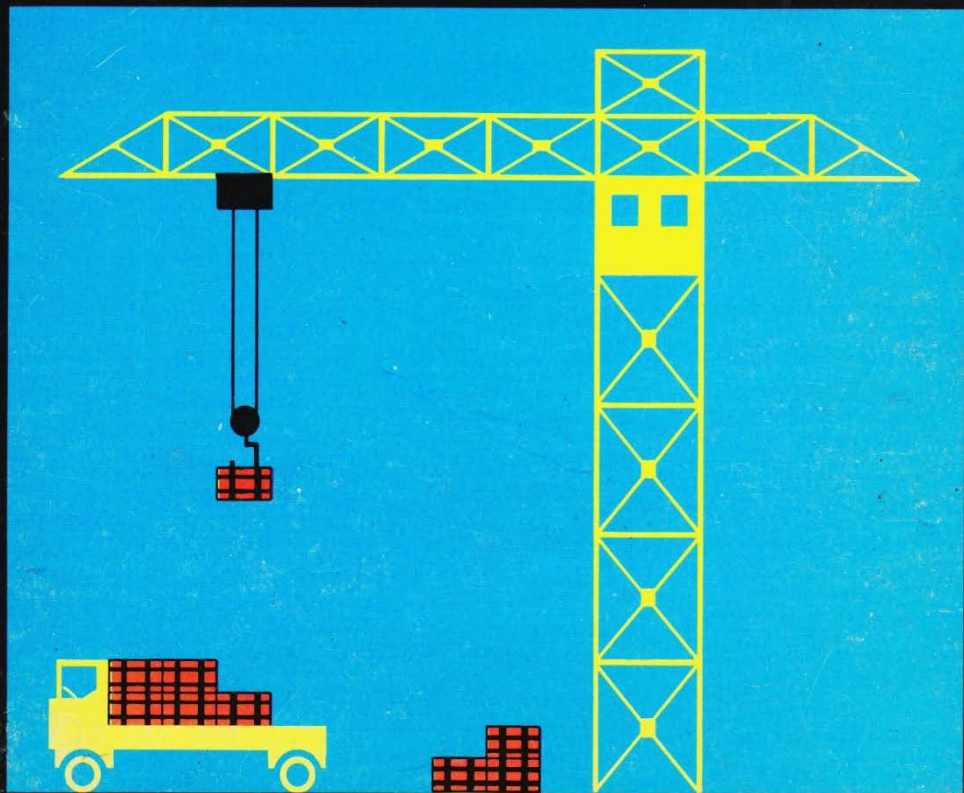


ACORN**SOFT**

# Hooked on Numbers

for the BBC Microcomputer Model B





# Hooked on Numbers

## for the BBC Microcomputer Model B

### Contents:

Hook

---

### Loading instructions

To load and run the program, place the cassette in the cassette recorder, type

```
CHAIN "HOOK"
```

and press RETURN; the 'Searching' message should appear on the screen as you do this. Now press the PLAY button on the cassette recorder and wait for the program to load.

### The Menu

After the title page the program will display a simple menu giving a choice of five options. The details of the options are given below. Pressing the ESCAPE key at any time will return you to the menu.

### Play

Selecting option 1 from the menu enters the PLAY routine. Here the child will be able to become familiar with the controls of the crane. The four arrow keys form the basis of control, providing up, down, left and right movement of the hook. The COPY key is used to hook and unhook boxes as required. Finally, the SPACE BAR is used to complete the operation. This will return the hook to its 'home' position and force the lorry to drive away. A prompt is then given to obtain another load (press SPACE BAR) or to end the PLAY routine and return to the menu (press the letter E).

## **Numbers**

Option 2 will give practice in manipulating and recognizing simple numbers below ten. Quantities are related to numerals by simple instructions and corrections are provided to incorrect responses. The routine will automatically run three times when selected.

### **Add**

Selecting option 3 enters the ADD routine. This is designed as an introduction to the ideas of counting and combining numbers with the '+' symbol. Examples are included and these together with related questions are highlighted using VOICE SYNTHESIS. Reinforcement is provided by automatically rerunning the routine until three correct responses have been achieved.

### **Subtract**

Option 4 uses a similar format to the ADD routine to introduce the idea of SUBTRACT along with the use of the '-' symbol. VOICE SYNTHESIS is again used to underline the examples and the related questions. Reinforcement is also achieved in the same way as the ADD routine.

### **Mixture**

The final option is suitable for the more experienced child. Random exercises are presented from ADD and SUBTRACT until three correct responses have been achieved.

## **Other Games**

The spread of exercises provided should be suitable for a broad range of abilities from the bright four-year-old to the eight-year-old requiring a novel stimulus to facilitate further practice. It is suggested that the PLAY mode should also be used to develop new counting games to fulfil a particular child's needs.

## **Restrictions**

A number of restrictions have been imposed so that the program is as simple to use as possible:

1. The hook may only be moved left or right when it is in the 'UP' position.
2. Boxes may only be stacked six high on the ground.
3. Boxes may only be stacked four high on the lorry.
4. Boxes may not be dropped in mid-air.





# Hooked on Numbers

for the BBC Microcomputer Model B

This pack contains one program on cassette. Loading instructions are given inside this pack. All other instructions are contained in the program and are shown on the screen.

Hooked on Numbers provides an alternative medium for the young child to manipulate numbers in play. The simple scenario centres around the loading and unloading of a lorry using a crane. Activities can range from the free play situation to formal practice sessions involving addition and subtraction.

The program takes on another dimension if your machine is fitted with the VOICE SYNTHESIS system enabling the child to further understand the meaning of addition and subtraction.

Copyright © ICL 1983

You are reminded that the programs on this cassette are subject to copyright, and that it is illegal to reproduce them in any form.

SBX08